FIT3077 - Sprint 3

Alex Ung, Romal Patel, Hirun Hettigoda

Table of Contents

Code Review

Assessment Criteria

We have to define suitable assessment criteria for these points: (i'm guessing some sort of metrics)
Completeness of solution - [functional completeness as well as correctness]

Is the rationale appropriate? [functional appropriateness]

Understandability of the solution [appropriateness recognisability]

Extensibility [modifiability]

Quality of written source code (coding standards, reliance on case analysis and/or down-casts) [maintainability]

Aesthetics (how good is the UI)

Romal Design Review

Hirun Design Review

Alex Design Review

Object Oriented Design

CRC Cards

Class Diagram (UML)

Tech-based Software Prototype

Instructions for how to build and run the executable

Video Demonstration

There should be instructions on how to submit this video in the brief/edstem

For the demonstration we'll need to demonstrate these scenarios

- Using a number of game situations, demonstrate that your implementation correctly follows the rules of the game. You must illustrate at a minimum
    - an 'initial' board at the beginning of the game,
    - a player flips a Dragon card,
    - the dragon token moves correctly based on the last uncovered Dragon card,
    - a player uncovers another Dragon card if the turn is not over yet,
    - once a turn is over, flip all the Dragon cards face down for next player's turn,
    - a specific situation where a Dragon Pirate card is uncovered or a different animal (to the animal shown on the square where your dragon stands) is uncovered or your dragon would land on an occupied square, and
    - the end of the game.